ADAPTIVE LOAD BALANCING IN A MULTI-PROCESSOR

GRAPHICS PROCESSING SYSTEM

ABSTRACT OF THE DISCLOSURE

Systems and methods for balancing a load among multiple graphics processors that render different portions of a frame. A display area is partitioned into portions for each of two (or more) graphics processors. The graphics processors render their respective portions of a frame and return feedback data indicating completion of the rendering. Based on the feedback data, an imbalance can be detected between respective loads of two of the graphics processors. In the event that an imbalance exists, the display area is re-partitioned to increase a size of the portion assigned to the less heavily loaded processor and to decrease a size of the portion assigned to the more heavily loaded processor.

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